CLAIMS OF THE INVENTION

I CLAIM:

1. A method for locating a gaming machine on a casino floor comprising:

transmitting a first signal at a first time from a first transmitter;

transmitting a second signal at a second time from a second transmitter;

transmitting a third signal at a third time from a third transmitter;

receiving the first signal at a fourth time with a receiver;

receiving the second signal at a fifth time with the receiver;

receiving the third signal at a sixth time with the receiver;

calculating the time difference between the first time and the fourth time, the second time and the fifth time, and the third time and the sixth time;

calculating a distance between the receiver and the first transmitter to determine a first distance, a distance between the receiver and the second transmitter to determine a second distance, and a distance between the receiver and the third transmitter to calculate a third distance; and

calculating the location of the gaming machine based on an intersection point of at least the first distance, the second distance and the third distance.

2. A method of Claim 1, wherein the receiver is located on the gaming machine.

3. A method of Claim 1, wherein calculating a distance comprises multiplying a rate of propagation for a signal by the time between transmitting and receiving.

4. A method for locating a gaming machine on a casino floor comprising:

transmitting a first signal at a first time from a transmitter;

transmitting a second signal at a second time from the transmitter;

transmitting a third signal at a third time from the transmitter;

receiving the first signal at a fourth time with a first receiver;

receiving the second signal at a fifth time with a second receiver;

receiving the third signal at a sixth time with a third receiver;

calculating a time difference between the first time and the fourth time, the second time and the fifth time, and the third time and the sixth time;

calculating a distance between the first receiver and the transmitter to determine a first distance, a distance between the second receiver and the transmitter to determine a second distance, and a distance between the third receiver and the transmitter to calculate a third distance; and

calculating the location of the gaming machine based on an intersection point of at least the first distance, the second distance, and the third distance.

5. The method of Claim 4, wherein the transmitter is located on the gaming machine.

6. The method of Claim 4, wherein the calculating a distance comprises multiplying a rate of propagation for a signal by the time between transmitting and receiving.

7. A method for locating a gaming machine on a casino floor comprising:

receiving one or more signals from a tracking device, the tracking device being located on a gaming machine;

processing the one or more signals from the tracking device to determine location data regarding the gaming machine;

processing the location data in relation to casino floor location information to thereby determine the location of the gaming machine on the casino floor.

8. The method of Claim 7, further including transmitting one or more signals from the tracking device located on the gaming machine.

9. The method of Claim 7, wherein processing the one or more signals from the tracking device comprises processing signals received from at least three different receivers.

10. The method of Claim 7, wherein the signal comprises an infrared type signal.

11. The method of Claim 7, wherein the tracking device comprises a radio frequency

identification tag.

12. The method of Claim 7, further including generating a representation of the gaming machine on a graphical representation of the casino floor.

13. An apparatus for mapping a casino floor layout in a casino, the apparatus comprising:

one or more emitters located at one or more locations in the casino;

one or more detectors located at one or more locations in the casino, the detectors configured to detect the emitters;

a processor configured to receive and process data regarding the location of one or more of the emitters or one or more of the detectors; and

a communication channel configured to facilitate communication between the one or more emitters and the processor or the one or more detectors and the processor.

14. The method of Claim 13, wherein the one or more emitters generate infrared signals.

15. The method of Claim 13, wherein the one or more detectors generate energy that causes the emitters to emit a signal.

16. A method of Claim 13, further including a mapping module configured to execute on the processor, to provide a graphical representation of the location of the one or more emitters.

17. The method of Claim 13, wherein the one or more emitters emit a radio frequency signal.

18. The method of Claim 13, wherein the one or more emitters are further configured to communicate with the processor over a computer network.

19. A system for tracking a location of one or more gaming machines within a building comprising:

one or more transmitters associated with one or more gaming machines, the transmitters configured to transmit one or more signals;

one or more receivers located within the building and configured to receive the one or more signals

at least one host computer in communication with the one or more receivers; and

a storage medium containing machine readable code configured to execute on the at least one host computer, the machine readable code configured to process data from the one or more receivers to determine the location of the one or more gaming machines.

20. The method of Claim 19, wherein the one or more transmitters comprise radio frequency identification tags.

21. The method of Claim 19, wherein the one or more receivers and at least one host computer communicate over a computer network.

22. The method of Claim 19, wherein the machine readable code is further configured to generate a graphical representation of the one or more gaming machines in relation to the building.

23. The method of Claim 19, further including machine readable code configured to monitor the location of the one or more gaming machines in relation to various aspects of the building.

24. The method of Claim 19, wherein each of the one or more signals generated by the one or more transmitters includes a unique code.

25. A method for locating the position of a player on a casino floor based on the location of a gaming machine comprising:

receiving network address data from a player tracking system regarding which of two or more gaming machines the player is currently playing;

accessing a translation table to translate the network address to location data;

processing the location data for relation to the casino floor to generate processed location data;

providing the processed location data to one or more casino personnel.

26. The method of Claim 25, wherein processing the location data comprises generating the data into a graphical representation in relation to the casino floor.

27. The method of Claim 25, wherein the player tracking system obtains input from a player to determine when a player is playing.

28. The method of Claim 25, wherein the translation table relates a network address to a physical location of a gaming machine on the casino floor.